



GATEWAY RPG

Starter Bestiary

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Using the GATEWAY RPG Starter Bestiary

This Starter Bestiary provides a collection of starter creatures and adversaries to help Game Masters quickly populate their world with engaging challenges. While these stat blocks offer a solid foundation, don't be afraid to modify them to fit your story.

Adjust their stats, grant them unique special abilities, or create entirely new creatures on the fly to keep your players on their toes. Whether you're running a tense duel with a master swordsman, an ambush by cunning bandits, or a clash with an ancient spirit, these enemies are meant to inspire - not limit - your creativity. Adapt them as needed to craft thrilling encounters and unforgettable moments in your **GATEWAY RPG** campaign!

Table Legend

- **AC** = Armor Class also known for the creature's defense rating.
- **STD HP (Standard Hit Points)** = The creature's hit points calculated using the Standard Rules.
- **ADV HP (Advanced Hit Points)** = The creature's hit points calculated using the Advanced Rules Variant.
- **Proficiencies** = The skills on which the creature has an Advantage Roll.
- **Deficiencies** = The skills on which the creature has a Disadvantage Roll.
- **STD DMG (Standard Damage)** = The damage dealt by the creature using the Standard Rules.
- **ADV DMG (Advanced Damage)** = The damage dealt by the creature using the Advanced Rules Variant.
- **Size/Speed** = The size of the creature and its movement speed in feet per turn.



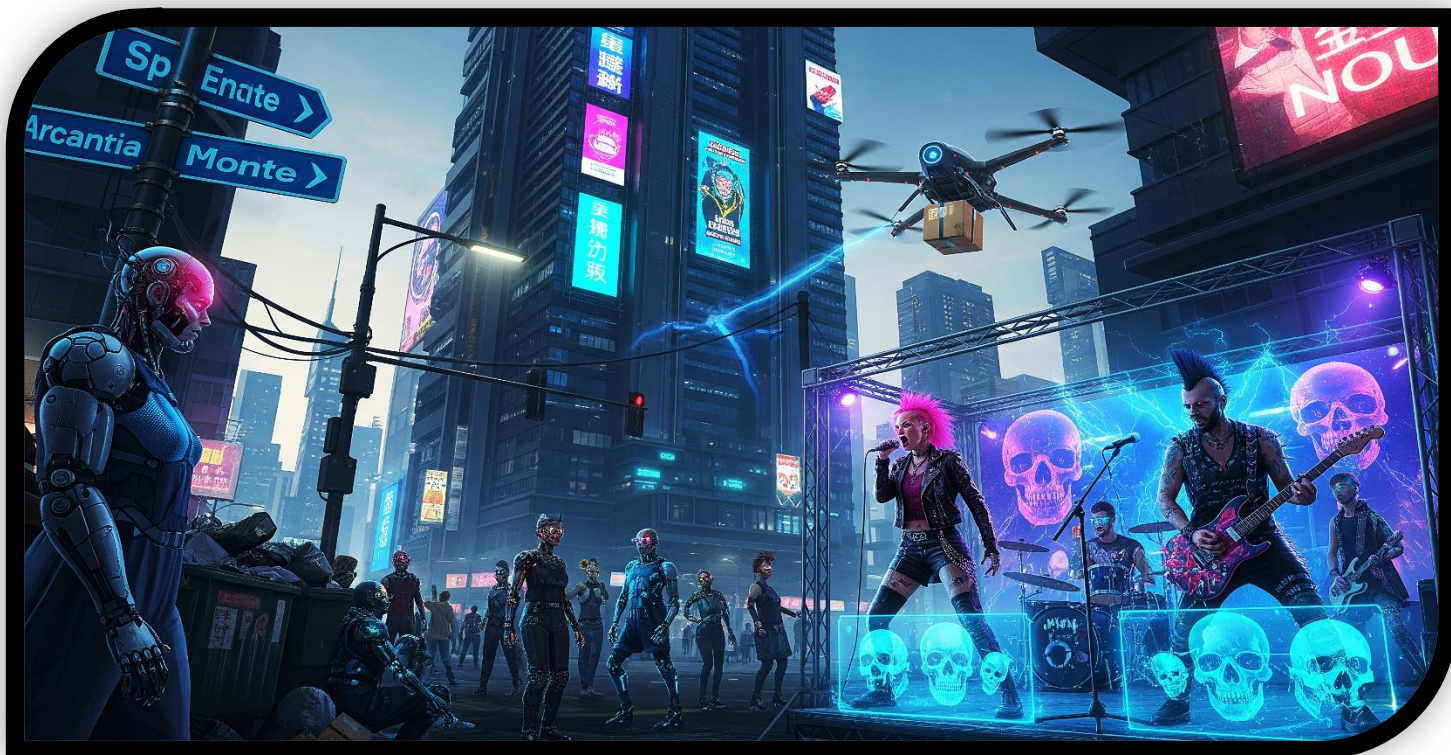
High Fantasy Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Goblin Scout	A nimble goblin sent ahead to scout enemy positions.	12	1 HP	6 HP	Dexterity	Strength	Rusty Dagger (1 DMG) melee	Rusty Dagger (1d6) melee	Small / 30ft
Goblin	A common goblin, quick and clever but physically weak.	12	2 HP	7 HP	Dexterity	Strength	Crude Shortsword (1 DMG) melee	Crude Shortsword (1d4) melee	Small / 30ft
Kobold Sneak	A small, reptilian trickster thriving in dark tunnels.	11	2 HP	8 HP	Dexterity	Constitution	Sharp Tooth (1 DMG) melee	Sharp Tooth (1d6) melee	Small / 30ft
Forest Sprite	A delicate fey with a mischievous glint in its eye.	13	2 HP	7 HP	Dexterity	Strength	Pixie Dust (1 DMG) ranged (10ft)	Pixie Dust (1d4) ranged (10ft)	Tiny / 10ft Land/20ft Fly

Tiny Imp	A minor demon known for causing small-scale chaos.	12	1 HP	6 HP	Dexterity	Wisdom	Claws (1 DMG) melee	Claws (1d6) melee	Tiny / 10ft Land / 20ft Fly
Skeleton Servant	A reanimated servant that follows simple commands without thought.	10	2 HP	10 HP	Constitution	Intelligence	Cracked Bone (1 DMG) melee	Cracked Bone (1d6) melee	Medium / 25ft
Pixie	A tiny, enchanting fey with a sparkly appearance.	13	2 HP	6 HP	Dexterity	Strength	Glitter Strike (1 DMG) melee	Glitter Strike (1d4) melee	Tiny/ 15 Land/30ft Fly
Sprite Bug	A miniature insectoid that often appears in groups.	11	1 HP	5 HP	Dexterity	Constitution	Bite (1 DMG) melee	Bite (1d4) melee	Tiny / 20ft
Fungal Zombie	A sluggish undead with a hint of fungal growth.	10	2 HP	12 HP	Constitution	Intelligence	Rotten Claw (1 DMG) melee	Rotten Claw (1d6) melee	Medium / 20ft
Mud Troll (Tiny)	A miniature troll from swampy regions, less fearsome than its kin.	12	4 HP	15 HP	Constitution	Intelligence	Slap (2 DMG) melee	Slap (1d8) melee	Small / 25ft
Ratkin	A rat-like humanoid, agile and always on the lookout for scraps.	11	2 HP	8 HP	Dexterity	Charisma	Gnaw (1 DMG) melee	Gnaw (1d6) melee	Small / 30ft

Lizardkin Scout	A small reptilian creature that roams ancient ruins.	12	2 HP	10 HP	Dexterity	Wisdom	Serrated Bite (1 DMG) melee	Serrated Bite (1d6) melee	Medium / 30ft
Miniature Golem	A tiny animated construct of rusted metal and stone.	10	3 HP	15 HP	Constitution	Dexterity	Rusty Fist (2 DMG) melee	Rusty Fist (1d8) melee	Small / 20ft
Shadow Assassin	A mysterious killer that strikes unseen from the gloom.	14	4 HP	14 HP	Dexterity	Constitution	Silent Blade (2 DMG) melee	Silent Blade (2d4) melee	Medium / 40ft
Dire Wolf	A larger, ferocious wolf with razor-sharp fangs and a fearsome howl.	13	5 HP	18 HP	Dexterity	Intelligence	Bite (3 DMG) melee	Bite (1d8) melee	Large / 50ft
Minotaur	A bull-headed warrior whose relentless fury challenges any who oppose it.	14	5 HP	22 HP	Strength	Intelligence	Greataxe (3 DMG) melee	Greataxe (2d6) melee	Large / 40ft
Bandit Captain	A cunning and ruthless leader inspiring fear among his underlings.	13	4 HP	16 HP	Dexterity, Charisma	Wisdom	Cutlass (2 DMG) melee	Cutlass (1d8) melee	Medium / 30ft
Bugbear Stalker	A hulking predator that lurks in the shadows, striking unexpectedly.	14	5 HP	20 HP	Strength	Charisma	Club Smash (3 DMG) melee	Club Smash (2d6) melee	Medium / 30ft

Ogreskin Brute	A hulking, crude warrior with raw power.	13	5 HP	24 HP	Strength	Intelligence	Heavy Club (3 DMG) melee	Heavy Club (2d8) melee	Large / 30ft
Drakeling	A small, dragon-like predator with sharp talons and fiery eyes.	14	5 HP	18 HP	Strength	Intelligence	Talon Strike (3 DMG) melee	Talon Strike (2d6) melee	Medium / 30ft Land/60ft Fly
Goblin Archer	A goblin trained in ranged combat, often found in raiding parties.	12	2 HP	8 HP	Dexterity	Strength	Shortbow (1 DMG) ranged (30ft)	Shortbow (1d6) ranged (30ft)	Small / 30ft
Cave Spider	A small but venomous spider lurking in dark places.	12	2 HP	6 HP	Dexterity	Intelligence	Venomous Bite (1 DMG) melee	Venomous Bite (1d4) melee	Small / 20ft Land and Climb
Bandit Thug	A low-level enforcer used for intimidation and extortion.	11	3 HP	10 HP	Strength	Wisdom	Club (2 DMG) melee	Club (1d6) melee	Medium / 30ft
Skeletal Archer	A reanimated undead skilled with a bow.	10	2 HP	10 HP	Dexterity	Intelligence	Longbow (2 DMG) ranged (40ft)	Longbow (1d6) ranged (40ft)	Medium / 30ft
Swamp Lurker	A slimy, amphibious creature that ambushes prey.	11	3 HP	12 HP	Constitution	Dexterity	Tentacle Lash (2 DMG) melee	Tentacle Lash (1d6) melee	Medium / 10ft Land/20ft Swim



Cyberpunk Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Street Thug	A low-level enforcer who relies on brute force and intimidation.	12	2 HP	8 HP	Strength	Intelligence	Brass Knuckles (1 DMG) melee	Brass Knuckles (1d6) melee	Medium / 30ft
Cyber Goon	A corporate security guard trained for suppression, not combat.	13	2 HP	7 HP	Constitution	Wisdom	Stun Baton (1 DMG) melee	Stun Baton (1d4) melee	Medium / 30ft
Data Runner	A hacker who deals in stolen information, evading law enforcement.	11	2 HP	8 HP	Dexterity	Strength	Holdout Pistol (1 DMG) ranged (20ft)	Holdout Pistol (1d6) ranged (20ft)	Small / 30ft

Augmented Punk	A cyber-enhanced street fighter with crude implants.	12	2 HP	7 HP	Strength	Intelligence	Cybernetic Claw (1 DMG) melee	Cybernetic Claw (1d4) melee	Medium / 30ft
Riot Drone	A robotic enforcer programmed for non-lethal compliance.	10	3 HP	10 HP	Constitution	Dexterity	Shock Pulse (2 DMG) melee	Shock Pulse (1d6) melee	Medium / 25ft
Black Market Dealer	A shifty merchant dealing in illegal cyberware.	12	2 HP	6 HP	Charisma	Strength	Concealed Blade (1 DMG) melee	Concealed Blade (1d4) melee	Small / 30ft
CyberNinja	A stealth operative with advanced cloaking technology.	14	4 HP	14 HP	Dexterity	Constitution	Monofilament Blade (2 DMG) melee	Monofilament Blade (2d4) melee	Medium / 40ft
Corporate Agent	A covert operative skilled in espionage and sabotage.	13	5 HP	10 HP	Intelligence	Charisma	Silenced Pistol (2 DMG) ranged (30ft)	Silenced Pistol (1d6) ranged (30ft)	Medium / 30ft
Mercenary	A professional soldier for hire with military-grade equipment.	15	5 HP	12 HP	Strength	Wisdom	Assault Rifle (3 DMG) ranged (40ft)	Assault Rifle (1d8) ranged (40ft)	Medium / 30ft
Mech Enforcer	A heavily armored combat drone built for urban suppression.	16	6 HP	15 HP	Constitution	Dexterity	Plasma Cannon (3 DMG) ranged (50ft)	Plasma Cannon (2d6) ranged (50ft)	Large / 30ft
Cyber Lich	A former human who uploaded their consciousness into the net.	18	8 HP	20 HP	Intelligence	Strength	Viral Surge (3 DMG) ranged (50ft)	Viral Surge (2d6) ranged (50ft)	Medium / 30ft

Street Hacker	A rogue digital infiltrator breaking into corporate systems.	11	2 HP	7 HP	Intelligence	Strength	Neural Disruptor (1 DMG) ranged (20ft)	Neural Disruptor (1d4) ranged (20ft)	Small / 30ft
Cybernetic Brawler	A gang enforcer with reinforced cybernetic limbs.	13	3 HP	9 HP	Strength	Dexterity	Metal Fists (2 DMG) melee	Metal Fists (1d6) melee	Medium / 30ft
Security Spiderbot	A four-legged autonomous sentry with built-in surveillance.	12	4 HP	10 HP	Dexterity	Charisma	Laser Shot (2 DMG) ranged (30ft)	Laser Shot (1d6) ranged (30ft)	Small / 40ft Land / 20ft Climb
Cyber Cultist	A fanatic worshipper of AI gods, often enhanced with cyberware.	12	3 HP	8 HP	Charisma	Wisdom	Ritual Blade (2 DMG) melee	Ritual Blade (1d6) melee	Medium / 30ft
Drone Swarm	A coordinated group of small surveillance and attack drones.	14	5 HP	12 HP	Dexterity	Constitution	Micro Lasers (3 DMG) ranged (40ft)	Micro Lasers (2d4) ranged (40ft)	Tiny / 30ft Land / 40ft Fly
Black Ops Sniper	A highly trained assassin specializing in long-range eliminations.	15	4 HP	10 HP	Dexterity	Constitution	Railgun (3 DMG) ranged (60ft)	Railgun (1d8) ranged (60ft)	Medium / 30ft
Cybernetic Enhanced Hound	A guard dog upgraded with combat implants.	13	4 HP	10 HP	Strength	Intelligence	Bite (2 DMG) melee	Bite (1d6) melee	Medium / 50ft

Rogue AI Avatar	A digital entity manifesting in robotic or cybernetic bodies.	16	5 HP	14 HP	Intelligence	Strength	Energy Blast (3 DMG) ranged (50ft)	Energy Blast (2d6) ranged (50ft)	Medium / 30ft
Underworld Kingpin	A crime boss controlling vast illicit networks.	15	6 HP	15 HP	Charisma	Wisdom	Heavy Pistol (3 DMG) ranged (30ft)	Heavy Pistol (1d8) ranged (30ft)	Medium / 30ft
Cyber Wraith	A ghostly hacker whose consciousness is bound to cyberspace.	14	5 HP	12 HP	Intelligence	Constitution	Digital Strike (2 DMG) ranged (30ft)	Digital Strike (1d6) ranged (30ft)	Medium / 30ft
Military Warbot	A heavily armed autonomous war machine used in urban conflicts.	17	8 HP	18 HP	Constitution	Dexterity	Auto-Cannon (3 DMG) ranged (50ft)	Auto-Cannon (2d6) ranged (50ft)	Large / 30ft
Synth Assassin	A humanoid android designed for silent eliminations.	16	5 HP	12 HP	Dexterity	Charisma	Plasma Knife (3 DMG) melee	Plasma Knife (1d8) melee	Medium / 40ft
Corporate CEO	A ruthless executive with top-tier cybernetic enhancements.	18	7 HP	20 HP	Charisma	Wisdom	Shock Gauntlet (3 DMG) melee	Shock Gauntlet (2d6) melee	Medium / 30ft



Wild West Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Outlaw Bandit	A common criminal, robbing stagecoaches and travelers.	12	2 HP	8 HP	Dexterity	Wisdom	Revolver (1 DMG) ranged (30ft)	Revolver (1d6) ranged (30ft)	Medium / 30ft
Drunken Brawler	A saloon troublemaker who fights dirty.	11	2 HP	7 HP	Strength	Dexterity	Fist (1 DMG) melee	Fist (1d4) melee	Medium / 30ft
Snake Oil Salesman	A fast-talking conman selling fake remedies.	10	2 HP	6 HP	Charisma	Strength	Hidden Dagger (1 DMG) melee	Hidden Dagger (1d4) melee	Small / 30ft
Ranch Hand	A hardworking cowboy with a strong punch.	12	3 HP	8 HP	Strength	Intelligence	Lasso (1 DMG) melee	Lasso (1d4) melee	Medium / 30ft

Sheriff	A lawman dedicated to keeping order in town.	14	5 HP	12 HP	Constitution	Charisma	Revolver (2 DMG) ranged (40ft)	Revolver (1d6) ranged (40ft)	Medium / 30ft
Deputy	A young enforcer learning the ropes.	13	3 HP	9 HP	Dexterity	Strength	Rifle (2 DMG) ranged (50ft)	Rifle (1d6) ranged (50ft)	Medium / 30ft
Train Robber	A daring outlaw targeting locomotives.	12	4 HP	10 HP	Dexterity	Constitution	Revolver (2 DMG) ranged (30ft)	Revolver (1d6) ranged (30ft)	Medium / 30ft
Snake Charmer	A mysterious wanderer wielding venomous snakes.	12	2 HP	7 HP	Charisma	Wisdom	Snake Bite (2 DMG) melee	Snake Bite (1d6) melee	Small / 30ft
Bounty Hunter	A relentless pursuer tracking down criminals.	15	5 HP	12 HP	Dexterity	Constitution	Shotgun (3 DMG) ranged (20ft)	Shotgun (1d8) ranged (20ft)	Medium / 30ft
Gambler	A card shark who cheats and fights when caught.	12	3 HP	9 HP	Charisma	Intelligence	Derringer (1 DMG) ranged (15ft)	Derringer (1d4) ranged (15ft)	Medium / 30ft
Cattle Rustler	A horse thief and smuggler of stolen livestock.	13	4 HP	10 HP	Strength	Dexterity	Branding Iron (2 DMG) melee	Branding Iron (1d6) melee	Medium / 30ft
Tribal Warrior	A skilled fighter protecting their land.	14	4 HP	10 HP	Strength	Charisma	Tomahawk (2 DMG) melee	Tomahawk (1d6) melee	Medium / 30ft
Moonshiner	An outlaw brewer running illegal distilleries.	12	3 HP	8 HP	Constitution	Dexterity	Molotov (2 DMG) ranged (20ft)	Molotov (1d6) ranged (20ft)	Medium / 30ft

Gold Rush Prospector	A lucky but frail old miner searching for fortune.	10	2 HP	7 HP	Wisdom	Strength	Pickaxe (1 DMG) melee	Pickaxe (1d4) melee	Medium / 30ft
Mountain Man	A rugged survivalist skilled in wilderness combat.	14	5 HP	12 HP	Constitution	Charisma	Hunting Knife (2 DMG) melee	Hunting Knife (1d6) melee	Medium / 30ft
Outlaw Leader	A ruthless gang boss commanding a band of criminals.	15	6 HP	15 HP	Charisma	Wisdom	Lever-Action Rifle (3 DMG) ranged (40ft)	Lever-Action Rifle (1d8) ranged (40ft)	Medium / 30ft
Stagecoach Driver	A seasoned traveler skilled at handling horses.	13	3 HP	9 HP	Dexterity	Constitution	Shotgun (3 DMG) ranged (20ft)	Shotgun (1d8) ranged (20ft)	Medium / 30ft
Buffalo Hunter	A skilled marksman who specializes in hunting large prey.	14	4 HP	10 HP	Dexterity	Strength	Long Rifle (3 DMG) ranged (60ft)	Long Rifle (1d8) ranged (60ft)	Medium / 30ft
Town Drunk	A harmless but unpredictable barfly.	10	2 HP	6 HP	Constitution	Dexterity	Broken Bottle (1 DMG) melee	Broken Bottle (1d4) melee	Medium / 30ft
Civil War Veteran	A grizzled soldier with battlefield experience.	15	5 HP	12 HP	Constitution	Wisdom	Musket (3 DMG) ranged (50ft)	Musket (1d8) ranged (50ft)	Medium / 30ft
Gunfighter	A deadly quick-draw duelist feared across the frontier.	16	6 HP	15 HP	Dexterity	Constitution	Six-Shooter (3 DMG) ranged (30ft)	Six-Shooter (2d6) ranged (30ft)	Medium / 30ft

Train Conductor	A railway official willing to defend their train.	12	3 HP	8 HP	Intelligence	Strength	Wrench (2 DMG) melee	Wrench (1d6) melee	Medium / 30ft
Desert Nomad	A wanderer surviving in the harshest of environments.	13	4 HP	9 HP	Constitution	Charisma	Spear (2 DMG) melee	Spear (1d6) melee	Medium / 30ft
Ranch Owner	A wealthy cattle baron with influence and hired guns.	15	7 HP	20 HP	Charisma	Dexterity	Custom Revolver (3 DMG) ranged (40ft)	Custom Revolver (2d6) ranged (40ft)	Medium / 30ft



Post Apocalyptic Wasteland Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Wasteland Raider	A ruthless scavenger looting the ruins for supplies.	12	2 HP	8 HP	Dexterity	Intelligence	Rusty Machete (1 DMG) melee	Rusty Machete (1d6) melee	Medium / 30ft
Mutant Brute	A hulking, muscle-bound survivor warped by radiation.	14	4 HP	12 HP	Strength	Dexterity	Fist Smash (2 DMG) melee	Fist Smash (1d6) melee	Large / 30ft
Scavenger	A survivor adept at finding scrap and avoiding trouble.	11	2 HP	7 HP	Dexterity	Strength	Makeshift Pistol (1 DMG) ranged (20ft)	Makeshift Pistol (1d6) ranged (20ft)	Medium / 30ft

Rad-Rat	A giant mutated rat thriving in the wasteland.	10	1 HP	5 HP	Dexterity	Constitution	Bite (1 DMG) melee	Bite (1d4) melee	Small / 40ft
Ghoul	A former human twisted by radiation into an undead horror.	12	3 HP	9 HP	Constitution	Intelligence	Clawed Hands (2 DMG) melee	Clawed Hands (1d6) melee	Medium / 30ft
Bandit Leader	A cunning warlord leading a pack of raiders.	14	5 HP	12 HP	Charisma	Wisdom	Revolver (2 DMG) ranged (30ft)	Revolver (1d6) ranged (30ft)	Medium / 30ft
Scrap-Bot	An autonomous machine still functioning after the war.	13	4 HP	10 HP	Constitution	Dexterity	Laser Shot (2 DMG) ranged (30ft)	Laser Shot (1d6) ranged (30ft)	Small / 30ft Land / 20ft Climb
Cannibal Survivor	A desperate human resorting to hunting others for food.	12	3 HP	8 HP	Strength	Charisma	Rusted Cleaver (2 DMG) melee	Rusted Cleaver (1d6) melee	Medium / 30ft
Toxic Sludge Spawn	A glob of radioactive waste given horrific life.	10	3 HP	9 HP	Constitution	Dexterity	Acid Spit (2 DMG) ranged (20ft)	Acid Spit (1d6) ranged (20ft)	Small / 20ft
Mutant Dog	A vicious mutated canine with extra limbs.	13	3 HP	9 HP	Strength	Intelligence	Bite (2 DMG) melee	Bite (1d6) melee	Medium / 50ft

Highway Marauder	A ruthless biker preying on travelers.	14	4 HP	10 HP	Dexterity	Wisdom	Sawed-Off Shotgun (3 DMG) ranged (15ft)	Sawed-Off Shotgun (1d8) ranged (15ft)	Medium / 30ft
Wasteland Sniper	A lone gunman picking off targets from the ruins.	15	5 HP	12 HP	Dexterity	Constitution	Hunting Rifle (3 DMG) ranged (60ft)	Hunting Rifle (1d8) ranged (60ft)	Medium / 30ft
Feral Ghoul	A rabid, mindless mutant attacking anything that moves.	12	4 HP	10 HP	Strength	Intelligence	Claw Rake (2 DMG) melee	Claw Rake (1d6) melee	Medium / 30ft
Radioactive Scorpion	A giant scorpion infused with toxic energy.	14	5 HP	12 HP	Dexterity	Constitution	Stinger (3 DMG) melee	Stinger (1d8) melee	Medium / 40ft
Warlord	A power-armored tyrant ruling over a wasteland settlement.	16	6 HP	15 HP	Charisma	Dexterity	Plasma Rifle (3 DMG) ranged (40ft)	Plasma Rifle (2d6) ranged (40ft)	Medium / 30ft
Bullet Farmer	A merchant thriving on the last remnants of ammunition.	12	3 HP	9 HP	Intelligence	Strength	Revolver (2 DMG) ranged (30ft)	Revolver (1d6) ranged (30ft)	Medium / 30ft
War Beast	A massive, four-armed mutant gorilla bred for war.	15	6 HP	14 HP	Strength	Intelligence	Power Slam (3 DMG) melee	Power Slam (2d6) melee	Large / 40ft

Charred Stalker	A nuclear fire-wielding ghoul haunting the wastelands.	13	4 HP	10 HP	Constitution	Wisdom	Flame Burst (3 DMG) ranged (20ft)	Flame Burst (1d8) ranged (20ft)	Medium / 30ft
Ruined Bunker AI	A corrupted AI still defending its long-abandoned base.	16	5 HP	12 HP	Intelligence	Strength	Auto-Turret (3 DMG) ranged (50ft)	Auto-Turret (2d6) ranged (50ft)	Large / 30ft
Steel Legionnaire	A wasteland knight clad in makeshift power armor.	15	6 HP	15 HP	Constitution	Dexterity	Scrap Blade (3 DMG) melee	Scrap Blade (1d8) melee	Medium / 30ft
Poisonous Mirelurker	A monstrous amphibious mutant lurking in irradiated swamps.	13	5 HP	12 HP	Dexterity	Strength	Claw Strike (3 DMG) melee	Claw Strike (1d8) melee	Medium / 30ft Land / 20ft Swim
Raider Warchief	A heavily armed leader of a wasteland raider clan.	15	7 HP	18 HP	Strength	Wisdom	Heavy Machine Gun (4 DMG) ranged (50ft)	Heavy Machine Gun (2d8) ranged (50ft)	Medium / 30ft
Ghost Walker	A legendary nomad who moves unseen through the ruins.	14	5 HP	12 HP	Dexterity	Constitution	Silenced Pistol (2 DMG) ranged (30ft)	Silenced Pistol (1d6) ranged (30ft)	Medium / 30ft
Atomic Horror	A glowing, eldritch beast born of nuclear fire.	18	8 HP	20 HP	Intelligence	Constitution	Radiation Wave (4 DMG) ranged (50ft)	Radiation Wave (2d8) ranged (50ft)	Large / 30ft



Lovecraftian Horror Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Cultist Zealot	A fanatic devoted to an eldritch entity.	12	2 HP	8 HP	Charisma	Wisdom	Ritual Dagger (1 DMG) melee	Ritual Dagger (1d6) melee	Medium / 30ft
Hooded Acolyte	A low-ranking cultist skilled in forbidden rites.	11	2 HP	7 HP	Intelligence	Strength	Shadow Bolt (1 DMG) ranged (20ft)	Shadow Bolt (1d6) ranged (20ft)	Medium / 30ft
Street Tough	A hired thug working for the cult.	12	3 HP	9 HP	Strength	Dexterity	Brass Knuckles (2 DMG) melee	Brass Knuckles (1d6) melee	Medium / 30ft
Mad Preacher	A raving lunatic spouting cosmic truths.	10	2 HP	6 HP	Charisma	Constitution	Cursed Words (1 DMG) ranged (10ft)	Cursed Words (1d4) ranged (10ft)	Medium / 30ft

Private Investigator	A hardened detective searching for the truth.	13	4 HP		10 HP	Dexterity	Wisdom	Revolver (2 DMG) ranged (30ft)	Revolver (1d6) ranged (30ft)	Medium / 30ft
Mafia Enforcer	A mobster caught up in eldritch dealings.	14	5 HP		12 HP	Strength	Intelligence	Tommy Gun (3 DMG) ranged (40ft)	Tommy Gun (1d8) ranged (40ft)	Medium / 30ft
Ghoul Servant	A half-decayed minion bound to the cult.	12	3 HP		8 HP	Constitution	Intelligence	Clawed Hands (2 DMG) melee	Clawed Hands (1d6) melee	Medium / 30ft
Crazed Librarian	A former scholar driven mad by forbidden knowledge.	11	2 HP		7 HP	Intelligence	Strength	Arcane Blast (1 DMG) ranged (20ft)	Arcane Blast (1d6) ranged (20ft)	Medium / 30ft
Deep One Hybrid	A human tainted by the blood of oceanic horrors.	13	4 HP		10 HP	Constitution	Charisma	Webbed Claws (2 DMG) melee	Webbed Claws (1d6) melee	Medium / 30ft Land / 20ft Swim
Shadow Stalker	A spectral assassin haunting investigators.	14	5 HP		12 HP	Dexterity	Constitution	Shadow Blade (3 DMG) melee	Shadow Blade (1d8) melee	Medium / 30ft
Brain Parasite	A writhing creature that controls minds.	10	1 HP		5 HP	Intelligence	Strength	Psychic Screech (2 DMG) ranged (20ft)	Psychic Screech (1d6) ranged (20ft)	Small / 30ft
Fungal Horror	A writhing mass of mold-like flesh.	12	3 HP		9 HP	Constitution	Dexterity	Acidic Tendrils (2 DMG) melee	Acidic Tendrils (1d6) melee	Medium / 20ft
Starborn Entity	A glowing being from beyond the void.	15	5 HP		12 HP	Intelligence	Strength	Cosmic Pulse (3 DMG) ranged (40ft)	Cosmic Pulse (1d8) ranged (40ft)	Medium / 30ft
Flesh Golem	A reanimated corpse stitched together by cultists.	14	6 HP		14 HP	Strength	Dexterity	Bone-Crushing Fists (3 DMG) melee	Bone-Crushing Fists (2d6) melee	Large / 30ft

Dream Eater	A nightmare creature that feeds on sleeping victims.	13	4 HP	10 HP	Dexterity	Constitution	Phantom Bite (2 DMG) melee	Phantom Bite (1d6) melee	Medium / 30ft
Cosmic Horror Spawn	A writhing tentacled abomination.	16	7 HP	18 HP	Constitution	Dexterity	Tentacle Lash (4 DMG) melee	Tentacle Lash (2d8) melee	Large / 30ft
Whispering Phantom	A ghostly voice driving people to madness.	12	3 HP	8 HP	Charisma	Strength	Maddening Whispers (2 DMG) ranged (30ft)	Maddening Whispers (1d6) ranged (30ft)	Medium / 30ft
Serpent Cult High Priest	A leader of dark rituals worshipping ancient deities.	14	5 HP	12 HP	Charisma	Dexterity	Cursed Staff (3 DMG) melee	Cursed Staff (1d8) melee	Medium / 30ft
The Crawling Hunger	A mass of writhing limbs and mouths.	18	8 HP	20 HP	Strength	Constitution	Devouring Maw (4 DMG) melee	Devouring Maw (2d8) melee	Large / 30ft
Raving Lunatic	A deranged cultist acting as a herald of the Old Ones.	11	2 HP	7 HP	Charisma	Intelligence	Rusty Knife (1 DMG) melee	Rusty Knife (1d4) melee	Medium / 30ft
Dimensional Lurker	A being that slips between realities.	15	6 HP	14 HP	Dexterity	Constitution	Reality Rend (3 DMG) melee	Reality Rend (1d8) melee	Medium / 30ft
Forbidden Tome Wraith	A spectral entity tied to a cursed book.	13	4 HP	10 HP	Intelligence	Strength	Ethereal Claws (2 DMG) melee	Ethereal Claws (1d6) melee	Medium / 30ft
The Thing in the Attic	A horrifying creature lurking in forgotten places.	14	5 HP	12 HP	Dexterity	Charisma	Chitinous Bite (3 DMG) melee	Chitinous Bite (1d8) melee	Medium / 30ft
Nameless Horror	A reality-warping creature from beyond comprehension.	19	10 HP	25 HP	Intelligence	Constitution	Unfathomable Grasp (4 DMG) melee	Unfathomable Grasp (2d8) melee	Large / 30ft



Space Opera Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Space Pirate	A ruthless plunderer raiding ships and colonies.	12	2 HP	8 HP	Dexterity	Wisdom	Laser Pistol (1 DMG) ranged (30ft)	Laser Pistol (1d6) ranged (30ft)	Medium / 30ft
Galactic Bounty Hunter	A mercenary tracking fugitives across the stars.	14	4 HP	10 HP	Dexterity	Constitution	Blaster Rifle (2 DMG) ranged (40ft)	Blaster Rifle (1d6) ranged (40ft)	Medium / 30ft
Starport Smuggler	A fast-talking rogue running illegal cargo.	12	3 HP	9 HP	Charisma	Strength	Holdout Pistol (1 DMG) ranged (20ft)	Holdout Pistol (1d4) ranged (20ft)	Medium / 30ft
Cybernetic Enforcer	A lawman enhanced with cybernetic augmentations.	15	5 HP	12 HP	Constitution	Dexterity	Shock Baton (2 DMG) melee	Shock Baton (1d6) melee	Medium / 30ft

Alien Mercenary	A brutal warrior from a warlike species.	13	4 HP	10 HP	Strength	Intelligence	Plasma Blade (2 DMG) melee	Plasma Blade (1d6) melee	Medium / 30ft
Security Drone	An autonomous defense unit programmed to guard restricted areas.	14	3 HP	9 HP	Constitution	Wisdom	Energy Disruptor (2 DMG) ranged (30ft)	Energy Disruptor (1d6) ranged (30ft)	Medium / 30ft
Rebel Saboteur	A skilled infiltrator fighting against the empire.	13	4 HP	10 HP	Dexterity	Constitution	Thermal Detonator (3 DMG) ranged (20ft)	Thermal Detonator (1d8) ranged (20ft)	Medium / 30ft
Noble Duelist	A high-class swordsman defending their honor.	14	4 HP	10 HP	Dexterity	Strength	Energy Rapier (2 DMG) melee	Energy Rapier (1d6) melee	Medium / 30ft
Mutant Abomination	A grotesque result of unethical genetic experiments.	15	6 HP	15 HP	Constitution	Dexterity	Clawed Strike (3 DMG) melee	Clawed Strike (1d8) melee	Large / 30ft
Infiltration Assassin	A stealth operative skilled in high-tech elimination.	14	5 HP	12 HP	Dexterity	Constitution	Plasma Dagger (3 DMG) melee	Plasma Dagger (1d8) melee	Medium / 30ft
Xeno-Hive Drone	A chitinous alien foot soldier serving its queen.	13	4 HP	10 HP	Strength	Charisma	Acidic Bite (2 DMG) melee	Acidic Bite (1d6) melee	Medium / 40ft
Space Marine	A heavily armed soldier trained for planetary invasions.	15	6 HP	14 HP	Strength	Wisdom	Heavy Blaster (3 DMG) ranged (50ft)	Heavy Blaster (1d8) ranged (50ft)	Medium / 30ft

Void Sorcerer	A mysterious being wielding strange cosmic forces.	16	6 HP	15 HP	Intelligence	Constitution	Dark Energy Blast (3 DMG) ranged (40ft)	Dark Energy Blast (2d6) ranged (40ft)	Medium / 30ft
War Mech	A towering battle robot armed with heavy weaponry.	17	8 HP	18 HP	Constitution	Dexterity	Missile Barrage (4 DMG) ranged (60ft)	Missile Barrage (2d8) ranged (60ft)	Large / 30ft
Starship Captain	A seasoned leader commanding a powerful fleet.	14	5 HP	12 HP	Charisma	Dexterity	Pulse Pistol (2 DMG) ranged (30ft)	Pulse Pistol (1d6) ranged (30ft)	Medium / 30ft
Telepathic Alien	A strange lifeform communicating through mental force.	12	3 HP	9 HP	Intelligence	Strength	Psychic Blast (2 DMG) ranged (30ft)	Psychic Blast (1d6) ranged (30ft)	Medium / 30ft
Space Raider Warlord	A powerful leader commanding fleets of space pirates.	16	7 HP	18 HP	Strength	Wisdom	Energy Axe (4 DMG) melee	Energy Axe (2d8) melee	Large / 30ft
Black Market Arms Dealer	A criminal mastermind selling illegal weapons.	13	4 HP	10 HP	Charisma	Strength	Plasma Carbine (2 DMG) ranged (40ft)	Plasma Carbine (1d6) ranged (40ft)	Medium / 30ft
Rogue AI	A sentient digital consciousness that escaped containment.	15	5 HP	12 HP	Intelligence	Strength	Electric Shock (3 DMG) ranged (50ft)	Electric Shock (1d8) ranged (50ft)	Medium / 30ft
Galactic Overlord	A supreme tyrant ruling an empire with an iron fist.	18	8 HP	20 HP	Charisma	Dexterity	Energy Spear (4 DMG) melee	Energy Spear (2d8) melee	Medium / 30ft

Asteroid Beast	A cosmic predator lurking in deep space.	17	8 HP	18 HP	Constitution	Intelligence	Gravitic Crush (4 DMG) melee	Gravitic Crush (2d8) melee	Large / 30ft
Celestial Watcher	An ancient being observing the universe's secrets.	16	7 HP	18 HP	Intelligence	Constitution	Cosmic Ray (3 DMG) ranged (50ft)	Cosmic Ray (2d6) ranged (50ft)	Medium / 30ft
Quantum Phantom	A ghostly presence existing between dimensions.	15	5 HP	12 HP	Dexterity	Strength	Phase Strike (3 DMG) melee	Phase Strike (1d8) melee	Medium / 30ft
Voidborn Horror	A monstrous entity from the deepest reaches of space.	19	10 HP	25 HP	Strength	Intelligence	Eldritch Tendrils (4 DMG) melee	Eldritch Tendrils (2d8) melee	Large / 30ft



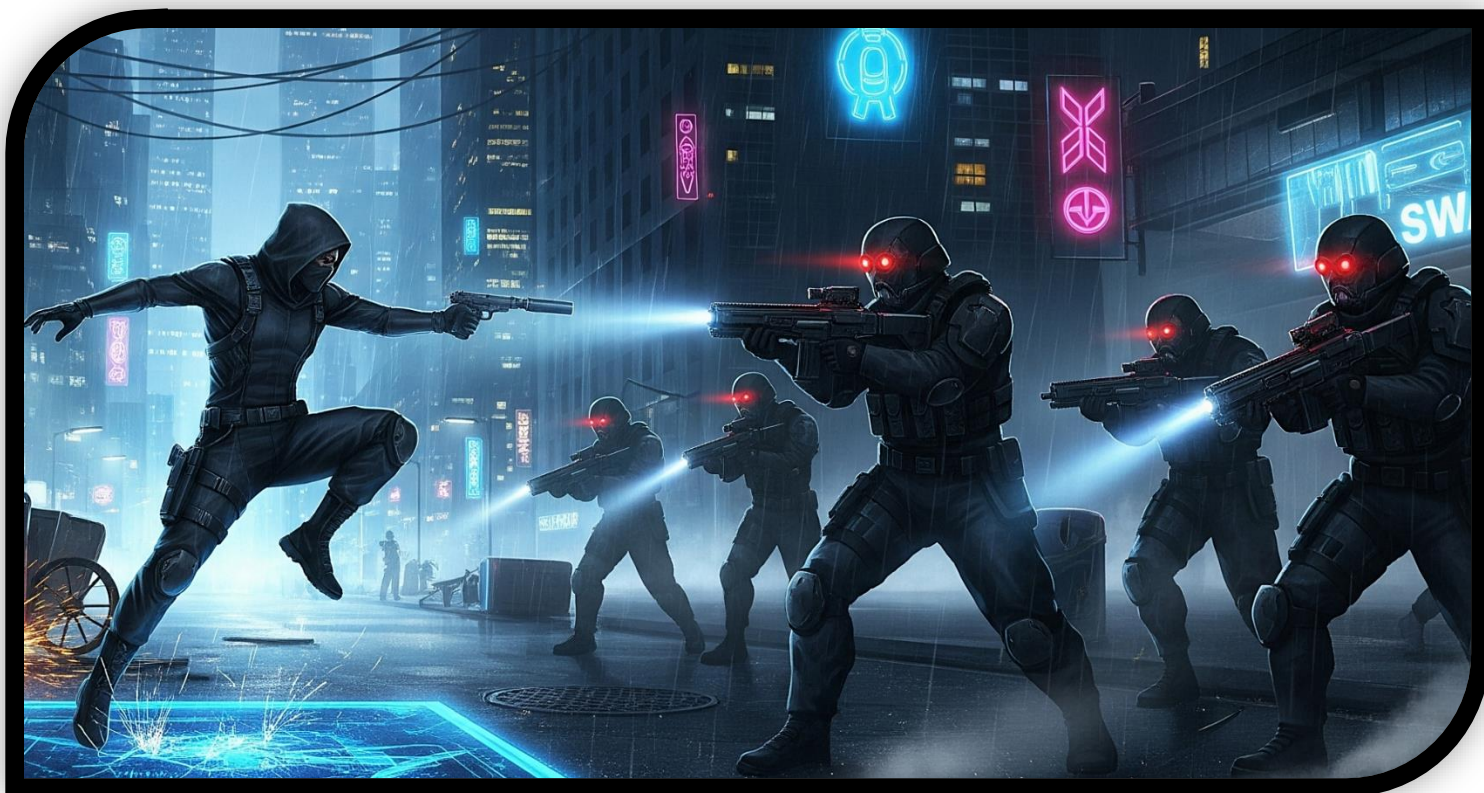
Steampunk Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Sky Pirate	A daring airship raider attacking merchant vessels.	12	2 HP	8 HP	Dexterity	Wisdom	Flintlock Pistol (1 DMG) ranged (30ft)	Flintlock Pistol (1d6) ranged (30ft)	Medium / 30ft
Brass Automaton	A clockwork construct designed for menial labor.	13	3 HP	9 HP	Constitution	Dexterity	Steam-Powered Punch (2 DMG) melee	Steam-Powered Punch (1d6) melee	Medium / 30ft
Steam Rifleman	A trained soldier wielding steam-powered weaponry.	14	4 HP	10 HP	Dexterity	Constitution	Steam Rifle (2 DMG) ranged (40ft)	Steam Rifle (1d6) ranged (40ft)	Medium / 30ft

Airship Captain	A seasoned commander of a grand floating vessel.	15	5 HP	12 HP	Charisma	Dexterity	Saber (2 DMG) melee	Saber (1d6) melee	Medium / 30ft
Clockwork Assassin	A silent mechanical killer designed for precision.	14	5 HP	12 HP	Dexterity	Constitution	Hidden Blade (3 DMG) melee	Hidden Blade (1d8) melee	Medium / 30ft
Steam Knight	A heavily armored warrior clad in mechanical plating.	16	6 HP	15 HP	Strength	Dexterity	Steam Lance (3 DMG) melee	Steam Lance (1d8) melee	Medium / 30ft
Alchemical Rogue	A thief using dangerous experimental potions.	13	4 HP	10 HP	Dexterity	Constitution	Alchemist's Fire (2 DMG) ranged (20ft)	Alchemist's Fire (1d6) ranged (20ft)	Medium / 30ft
Automaton Butler	A polite but deadly clockwork servant.	12	3 HP	8 HP	Constitution	Intelligence	Razor Tray (2 DMG) melee	Razor Tray (1d6) melee	Medium / 30ft
Zeppelin Gunner	A crew member of an airship's defense squad.	14	5 HP	12 HP	Dexterity	Strength	Gatling Gun (3 DMG) ranged (50ft)	Gatling Gun (1d8) ranged (50ft)	Medium / 30ft
Arcane Engineer	A scientist blending magic and machinery.	13	4 HP	10 HP	Intelligence	Strength	Lightning Rod (2 DMG) ranged (30ft)	Lightning Rod (1d6) ranged (30ft)	Medium / 30ft
Coal-Powered Brute	A steam-driven mechanical enforcer.	15	6 HP	14 HP	Strength	Intelligence	Iron Fists (3 DMG) melee	Iron Fists (1d8) melee	Large / 30ft

Skyway Thief	A nimble acrobat stealing from high society.	12	3 HP	9 HP	Dexterity	Constitution	Dagger (1 DMG) melee	Dagger (1d4) melee	Medium / 30ft
Smog Monster	A living cloud of toxic fumes from industrial runoff.	14	5 HP	12 HP	Constitution	Dexterity	Choking Fog (3 DMG) ranged (20ft)	Choking Fog (1d8) ranged (20ft)	Medium / 30ft
Noble Duelist	A high-class swordsman defending their reputation.	14	4 HP	10 HP	Dexterity	Strength	Rapier (2 DMG) melee	Rapier (1d6) melee	Medium / 30ft
Steam Golem	A massive construct fueled by a roaring furnace.	16	7 HP	18 HP	Constitution	Dexterity	Steam Hammer (4 DMG) melee	Steam Hammer (2d8) melee	Large / 30ft
Aetheric Phantom	A ghostly presence haunting old factories.	13	4 HP	10 HP	Intelligence	Strength	Wraith Touch (2 DMG) melee	Wraith Touch (1d6) melee	Medium / 30ft
Rogue Alchemist	A scientist gone mad, brewing volatile chemicals.	12	3 HP	9 HP	Intelligence	Dexterity	Acid Flask (2 DMG) ranged (20ft)	Acid Flask (1d6) ranged (20ft)	Medium / 30ft
Smog-Crazed Cultist	A zealot worshipping industrial progress.	13	4 HP	10 HP	Charisma	Strength	Infernal Incantation (3 DMG) ranged (40ft)	Infernal Incantation (1d8) ranged (40ft)	Medium / 30ft
Airship Swashbuckler	A daring rogue leaping between ships in mid-air.	14	5 HP	12 HP	Dexterity	Constitution	Cutlass (3 DMG) melee	Cutlass (1d8) melee	Medium / 30ft

Steam Gatling Soldier	A mechanized warrior equipped with rapid-fire arms.	15	6 HP	15 HP	Strength	Wisdom	Gatling Barrage (4 DMG) ranged (50ft)	Gatling Barrage (2d8) ranged (50ft)	Large / 30ft
Corrupt Industrialist	A factory tycoon using machines for control.	14	5 HP	12 HP	Charisma	Dexterity	Cane Pistol (2 DMG) ranged (30ft)	Cane Pistol (1d6) ranged (30ft)	Medium / 30ft
Copper Automaton	A self-repairing clockwork machine.	15	6 HP	15 HP	Constitution	Intelligence	Reinforced Fist (3 DMG) melee	Reinforced Fist (1d8) melee	Medium / 30ft
Aethermage	A sorcerer manipulating the raw energy of the airways.	16	7 HP	18 HP	Intelligence	Constitution	Arcane Shockwave (3 DMG) ranged (40ft)	Arcane Shockwave (2d6) ranged (40ft)	Medium / 30ft
The Iron Tyrant	A mechanized warlord ruling an industrial empire.	18	8 HP	20 HP	Strength	Dexterity	Iron Gauntlet (4 DMG) melee	Iron Gauntlet (2d8) melee	Large / 30ft



Modern Espionage Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Street Enforcer	A hired thug working for an underground criminal network.	12	2 HP	8 HP	Strength	Intelligence	Brass Knuckles (1 DMG) melee	Brass Knuckles (1d6) melee	Medium / 30ft
Corrupt Detective	A law officer on the payroll of criminal organizations.	13	3 HP	9 HP	Charisma	Wisdom	Revolver (2 DMG) ranged (30ft)	Revolver (1d6) ranged (30ft)	Medium / 30ft
Syndicate Hitman	A professional assassin eliminating high-value targets.	14	4 HP	10 HP	Dexterity	Constitution	Silenced Pistol (2 DMG) ranged (40ft)	Silenced Pistol (1d6) ranged (40ft)	Medium / 30ft

Mercenary	A highly trained gun-for-hire with military experience.	15	5 HP	12 HP	Strength	Wisdom	Assault Rifle (3 DMG) ranged (50ft)	Assault Rifle (1d8) ranged (50ft)	Medium / 30ft
Intelligence Officer	A government agent skilled in deception and tactics.	14	4 HP	10 HP	Charisma	Strength	Concealed Blade (2 DMG) melee	Concealed Blade (1d6) melee	Medium / 30ft
Foreign Spy	A deep-cover operative working for a rival nation.	13	3 HP	9 HP	Dexterity	Constitution	Silenced SMG (2 DMG) ranged (30ft)	Silenced SMG (1d6) ranged (30ft)	Medium / 30ft
Tech Saboteur	A hacker specialized in cyber warfare.	12	2 HP	7 HP	Intelligence	Strength	Electromagnetic Pulse (1 DMG) ranged (20ft)	Electromagnetic Pulse (1d4) ranged (20ft)	Medium / 30ft
Corporate Fixer	A ruthless problem-solver for powerful executives.	14	4 HP	10 HP	Charisma	Dexterity	Taser (2 DMG) melee	Taser (1d6) melee	Medium / 30ft
Covert Operative	A black ops specialist conducting deniable missions.	15	5 HP	12 HP	Dexterity	Constitution	Combat Knife (2 DMG) melee	Combat Knife (1d6) melee	Medium / 30ft
Cybersecurity Expert	A master hacker with control over digital infrastructure.	12	2 HP	7 HP	Intelligence	Strength	Data Breach (2 DMG) ranged (30ft)	Data Breach (1d6) ranged (30ft)	Medium / 30ft
Undercover Agent	A government mole infiltrating a criminal syndicate.	13	3 HP	9 HP	Charisma	Constitution	Holdout Pistol (1 DMG) ranged (20ft)	Holdout Pistol (1d4) ranged (20ft)	Medium / 30ft
Private Investigator	A freelance detective tracking high-profile cases.	12	3 HP	9 HP	Intelligence	Strength	Revolver (2 DMG) ranged (30ft)	Revolver (1d6) ranged (30ft)	Medium / 30ft

Black Market Dealer	A well-connected criminal selling illicit goods.	12	3 HP	8 HP	Charisma	Dexterity	Switchblade (1 DMG) melee	Switchblade (1d4) melee	Medium / 30ft
Armored SWAT Officer	A tactical law enforcer deployed in high-risk situations.	16	6 HP	15 HP	Constitution	Dexterity	Shotgun (3 DMG) ranged (20ft)	Shotgun (1d8) ranged (20ft)	Medium / 30ft
International Arms Dealer	A kingpin trafficking advanced weaponry.	14	5 HP	12 HP	Charisma	Wisdom	Submachine Gun (3 DMG) ranged (40ft)	Submachine Gun (1d8) ranged (40ft)	Medium / 30ft
Special Forces Soldier	A hardened warrior trained for global conflicts.	15	6 HP	14 HP	Strength	Wisdom	Sniper Rifle (3 DMG) ranged (60ft)	Sniper Rifle (1d8) ranged (60ft)	Medium / 30ft
Underground Brawler	A street fighter known for their brutal combat style.	13	4 HP	10 HP	Strength	Dexterity	Brass Knuckles (2 DMG) melee	Brass Knuckles (1d6) melee	Medium / 30ft
Master Thief	A world-class burglar specializing in high-stakes heists.	14	4 HP	10 HP	Dexterity	Constitution	Lockpick Stab (2 DMG) melee	Lockpick Stab (1d6) melee	Medium / 30ft
Diplomatic Attaché	A foreign official engaged in clandestine operations.	12	3 HP	8 HP	Charisma	Strength	Poisoned Needle (1 DMG) melee	Poisoned Needle (1d4) melee	Medium / 30ft
Rogue AI	A sophisticated AI that escaped its creators.	15	5 HP	12 HP	Intelligence	Strength	Hacked Systems (3 DMG) ranged (50ft)	Hacked Systems (1d8) ranged (50ft)	Medium / 30ft

Terrorist Cell Leader	A radical mastermind orchestrating attacks.	16	7 HP	18 HP	Charisma	Constitution	Bomb Detonator (4 DMG) ranged (60ft)	Bomb Detonator (2d8) ranged (60ft)	Medium / 30ft
Crime Syndicate Boss	A powerful leader running a global criminal empire.	17	8 HP	18 HP	Charisma	Dexterity	Dual Pistols (4 DMG) ranged (30ft)	Dual Pistols (2d8) ranged (30ft)	Medium / 30ft
Experimental Super Soldier	A genetically enhanced warrior built for covert wars.	18	9 HP	20 HP	Strength	Intelligence	Energy Blade (4 DMG) melee	Energy Blade (2d8) melee	Large / 30ft
The Ghost	A legendary assassin who erases all traces of their existence.	19	10 HP	25 HP	Dexterity	Constitution	Silenced Rifle (4 DMG) ranged (60ft)	Silenced Rifle (2d8) ranged (60ft)	Medium / 30ft



Super Heroes Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Street Thug	A common criminal causing trouble in the city.	12	2 HP	8 HP	Strength	Intelligence	Brass Knuckles (1 DMG) melee	Brass Knuckles (1d6) melee	Medium / 30ft
Masked Vigilante	A rogue crimefighter operating outside the law.	14	4 HP	10 HP	Dexterity	Constitution	Batons (2 DMG) melee	Batons (1d6) melee	Medium / 30ft
Corrupt Cop	A law officer secretly working for criminal organizations.	13	3 HP	9 HP	Charisma	Wisdom	Service Pistol (2 DMG) ranged (30ft)	Service Pistol (1d6) ranged (30ft)	Medium / 30ft
Super-Powered Thug	A low-level criminal with minor enhancements.	14	4 HP	10 HP	Strength	Dexterity	Energy Punch (3 DMG) melee	Energy Punch (1d8) melee	Medium / 30ft

Cybernetic Enforcer	A heavily augmented soldier with cybernetic enhancements.	15	5 HP	12 HP	Constitution	Dexterity	Plasma Baton (3 DMG) melee	Plasma Baton (1d8) melee	Medium / 30ft
Flying Henchman	A minion equipped with jet-powered flight gear.	13	4 HP	10 HP	Dexterity	Strength	Plasma Blaster (2 DMG) ranged (40ft)	Plasma Blaster (1d6) ranged (40ft)	Medium / 30ft Land / 60ft Fly
Shadow Assassin	A highly trained killer who moves unseen.	15	5 HP	12 HP	Dexterity	Constitution	Silenced Blade (3 DMG) melee	Silenced Blade (1d8) melee	Medium / 30ft
Super Genius	A criminal mastermind with a high-tech arsenal.	14	4 HP	10 HP	Intelligence	Strength	Energy Blast (3 DMG) ranged (50ft)	Energy Blast (2d6) ranged (50ft)	Medium / 30ft
Mutant Bruiser	A hulking, mutated brawler with immense strength.	16	6 HP	15 HP	Strength	Dexterity	Thunderous Slam (4 DMG) melee	Thunderous Slam (2d8) melee	Large / 30ft
Armored Tactical Machine	A high-tech exosuit built for destruction.	17	8 HP	18 HP	Constitution	Dexterity	Gatling Barrage (4 DMG) ranged (50ft)	Gatling Barrage (2d8) ranged (50ft)	Large / 30ft Land/60 ft Fly
Elemental Sorcerer	A metahuman who can manipulate the forces of nature.	15	5 HP	12 HP	Intelligence	Constitution	Fireball (3 DMG) ranged (40ft)	Fireball (2d6) ranged (40ft)	Medium / 30ft
Speedster Villain	A hyper-fast criminal nearly impossible to hit.	18	6 HP	15 HP	Dexterity	Constitution	Rapid Strikes (3 DMG) melee	Rapid Strikes (2d6) melee	Medium / 80ft

Energy Manipulator	A villain who absorbs and redirects energy attacks.	14	5 HP	12 HP	Intelligence	Strength	Energy Beam (3 DMG) ranged (50ft)	Energy Beam (2d6) ranged (50ft)	Medium / 30ft
Mind Controller	A telepath who bends others to their will.	14	4 HP	10 HP	Charisma	Constitution	Psychic Shockwave (3 DMG) ranged (40ft)	Psychic Shockwave (2d6) ranged (40ft)	Medium / 30ft
Mutant Swarm	A collective of smaller creatures acting as one.	12	5 HP	12 HP	Dexterity	Constitution	Swarm Bite (2 DMG) melee	Swarm Bite (1d6) melee	Medium / 30ft Land/60ft Fly
Giant Rampaging Beast	A monstrous mutant wrecking everything in sight.	19	10 HP	25 HP	Strength	Intelligence	Crushing Blow (4 DMG) melee	Crushing Blow (2d8) melee	Huge / 40ft
Mastermind Strategist	A brilliant criminal leader planning world domination.	16	6 HP	14 HP	Intelligence	Dexterity	Tactical Strike (3 DMG) ranged (40ft)	Tactical Strike (2d6) ranged (40ft)	Medium / 30ft
Alien Invader	A powerful extraterrestrial warrior seeking conquest.	18	8 HP	20 HP	Strength	Constitution	Cosmic Blaster (4 DMG) ranged (50ft)	Cosmic Blaster (2d8) ranged (50ft)	Large / 40ft
Reality Warper	A being who alters physics at will.	19	12 HP	30 HP	Intelligence	Constitution	Reality Tear (4 DMG) ranged (50ft)	Reality Tear (2d8) ranged (50ft)	Medium / 30ft
Cybernetic Crime Lord	A ruthless villain with an army of robotic minions.	17	7 HP	18 HP	Charisma	Dexterity	Plasma Gauntlet (4 DMG) melee	Plasma Gauntlet (2d8) melee	Medium / 30ft

Supernatural Phantom	A ghostly being that phases through solid objects.	15	5 HP	12 HP	Dexterity	Strength	Phantom Strike (3 DMG) melee	Phantom Strike (1d8) melee	Medium / 30ft
The Unstoppable Titan	An indestructible villain who shrugs off attacks.	19	15 HP	40 HP	Constitution	Intelligence	Meteoric Punch (5 DMG) melee	Meteoric Punch (3d8) melee	Huge / 30ft
World-Conquering Overlord	A villain bent on galactic domination.	19	20 HP	50 HP	Charisma	Dexterity	Ultimate Beam (6 DMG) ranged (60ft)	Ultimate Beam (4d8) ranged (60ft)	Large / 30ft



Pirates/Swashbuckler Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Deckhand Thug	A lowly pirate, often used for grunt work.	12	2 HP	8 HP	Strength	Intelligence	Rusty Cutlass (1 DMG) melee	Rusty Cutlass (1d6) melee	Medium / 30ft
Swashbuckler	A skilled swordsman known for fancy footwork.	14	4 HP	10 HP	Dexterity	Constitution	Rapier (2 DMG) melee	Rapier (1d6) melee	Medium / 30ft
Cannon Crewman	A pirate who loads and fires ship cannons.	13	3 HP	9 HP	Constitution	Dexterity	Boarding Pike (2 DMG) melee	Boarding Pike (1d6) melee	Medium / 30ft
Drunken Buccaneer	A rowdy pirate, constantly inebriated.	12	3 HP	9 HP	Constitution	Dexterity	Broken Bottle (1 DMG) melee	Broken Bottle (1d4) melee	Medium / 30ft

First Mate	The second-in-command of a pirate crew.	15	5 HP	12 HP	Charisma	Strength	Cutlass (2 DMG) melee	Cutlass (1d6) melee	Medium / 30ft
Corsair Sniper	A pirate skilled in long-range combat.	14	4 HP	10 HP	Dexterity	Constitution	Flintlock Musket (3 DMG) ranged (40ft)	Flintlock Musket (1d8) ranged (40ft)	Medium / 30ft
Powder Monkey	A young crewmember handling explosive powder.	12	2 HP	7 HP	Dexterity	Constitution	Small Grenade (3 DMG) ranged (20ft)	Small Grenade (1d8) ranged (20ft)	Medium / 30ft
Sea Witch	A mysterious sorceress wielding oceanic magic.	15	5 HP	12 HP	Intelligence	Strength	Water Bolt (3 DMG) ranged (30ft)	Water Bolt (2d6) ranged (30ft)	Medium / 30ft
Shark Tamer	A pirate who commands dangerous sea creatures.	14	4 HP	10 HP	Charisma	Wisdom	Harpoon (2 DMG) ranged (30ft)	Harpoon (1d6) ranged (30ft)	Medium / 30ft Land / 40ft Swim
Captain of the Damned	An undead pirate captain cursed to sail forever.	16	7 HP	18 HP	Constitution	Dexterity	Ghostly Cutlass (4 DMG) melee	Ghostly Cutlass (2d8) melee	Medium / 30ft
Undead Crewman	A fallen sailor, reanimated by dark magic.	13	3 HP	9 HP	Constitution	Intelligence	Bone Saber (2 DMG) melee	Bone Saber (1d6) melee	Medium / 30ft
Mermaid Siren	A mystical being luring sailors to their doom.	14	4 HP	10 HP	Charisma	Strength	Hypnotic Song (3 DMG) ranged (20ft)	Hypnotic Song (1d8) ranged (20ft)	Medium / 30ft Land / 40ft Swim

Voodoo Priest	A shaman who dabbles in cursed magic.	15	5 HP	12 HP	Intelligence	Constitution	Hex Bolt (3 DMG) ranged (30ft)	Hex Bolt (2d6) ranged (30ft)	Medium / 30ft
Ghostly Privateer	A spectral sailor lost between life and death.	14	5 HP	12 HP	Dexterity	Strength	Ethereal Cutlass (3 DMG) melee	Ethereal Cutlass (1d8) melee	Medium / 30ft
Giant Sea Serpent	A monstrous beast lurking in the deep.	18	10 HP	25 HP	Strength	Intelligence	Crushing Coil (4 DMG) melee	Crushing Coil (2d8) melee	Huge / 40ft Swim
Treasure Hoarder	A crazed pirate obsessed with gold.	13	4 HP	10 HP	Charisma	Dexterity	Dagger (1 DMG) melee	Dagger (1d4) melee	Medium / 30ft
Kraken Spawn	A massive tentacled creature from the abyss.	17	8 HP	18 HP	Constitution	Intelligence	Tentacle Slam (4 DMG) melee	Tentacle Slam (2d8) melee	Large / 30ft Swim
Island Cannibal	A savage warrior hunting lost sailors.	14	5 HP	12 HP	Strength	Intelligence	Bone Club (3 DMG) melee	Bone Club (1d8) melee	Medium / 30ft
Naval Officer	A decorated enemy of piracy, hunting down scoundrels.	15	6 HP	14 HP	Charisma	Dexterity	Officer's Saber (3 DMG) melee	Officer's Saber (1d8) melee	Medium / 30ft
Stormcaller Mage	A weather-controlling sorcerer at sea.	16	7 HP	18 HP	Intelligence	Constitution	Lightning Strike (4 DMG) ranged (40ft)	Lightning Strike (2d8) ranged (40ft)	Medium / 30ft
Ironclad Dreadnought	A walking fortress of a pirate with thick armor.	18	9 HP	20 HP	Constitution	Dexterity	Heavy Anchor (4 DMG) melee	Heavy Anchor (2d8) melee	Large / 30ft

Cursed Gold Guardian	A spirit bound to protect lost treasure.	16	6 HP	14 HP	Strength	Charisma	Spectral Blade (3 DMG) melee	Spectral Blade (1d8) melee	Medium / 30ft
Oceanic Warlock	A dark sorcerer channeling the might of the sea.	17	8 HP	20 HP	Intelligence	Strength	Tidal Wave (4 DMG) ranged (50ft)	Tidal Wave (2d8) ranged (50ft)	Medium / 30ft
The Pirate King	The ultimate ruler of the seas, feared by all.	19	12 HP	30 HP	Charisma	Dexterity	King's Cutlass (5 DMG) melee	King's Cutlass (3d8) melee	Medium / 30ft



Mystical Japan Setting

Name	Description	AC	STD HP	ADV HP	Proficiencies	Deficiencies	STD DMG	ADV DMG	Size/Speed
Ronin Warrior	A masterless samurai wandering in search of purpose.	14	4 HP	10 HP	Strength	Charisma	Katana (2 DMG) melee	Katana (1d6) melee	Medium / 30ft
Ninja Assassin	A stealthy killer skilled in deception.	15	5 HP	12 HP	Dexterity	Constitution	Kunai (3 DMG) ranged (30ft)	Kunai (1d8) ranged (30ft)	Medium / 40ft
Bandit Leader	A ruthless warlord leading a group of outlaws.	14	5 HP	12 HP	Charisma	Wisdom	Nodachi (3 DMG) melee	Nodachi (1d8) melee	Medium / 30ft
Ashigaru Spearman	A disciplined foot soldier serving a daimyo.	13	3 HP	9 HP	Strength	Dexterity	Yari (2 DMG) melee	Yari (1d6) melee	Medium / 30ft

Shugenja Mystic	A spellcaster who channels the elements.	14	4 HP	10 HP	Intelligence	Strength	Fireball (3 DMG) ranged (40ft)	Fireball (2d6) ranged (40ft)	Medium / 30ft
Shadow Clan Agent	A covert operative from a mysterious ninja order.	15	5 HP	12 HP	Dexterity	Wisdom	Shuriken Barrage (3 DMG) ranged (30ft)	Shuriken Barrage (1d8) ranged (30ft)	Medium / 40ft
Samurai Lord	A noble warrior ruling over a province.	16	6 HP	15 HP	Charisma	Dexterity	Masterwork Katana (3 DMG) melee	Masterwork Katana (1d8) melee	Medium / 30ft
Oni Brute	A monstrous demon wreaking havoc upon the land.	17	8 HP	18 HP	Strength	Intelligence	Clawed Strike (4 DMG) melee	Clawed Strike (2d8) melee	Large / 30ft
Spirit of the Ancestors	A ghostly warrior bound by duty.	15	5 HP	12 HP	Constitution	Strength	Spectral Blade (3 DMG) melee	Spectral Blade (1d8) melee	Medium / 30ft
Daimyo's Bodyguard	A sworn protector of their lord.	16	6 HP	14 HP	Constitution	Dexterity	Naginata (3 DMG) melee	Naginata (1d8) melee	Medium / 30ft
Kappa River Spirit	A mischievous water creature luring travelers to their doom.	14	4 HP	10 HP	Dexterity	Strength	Crushing Grip (2 DMG) melee	Crushing Grip (1d6) melee	Medium / 30ft Land / 40ft Swim
Tengu Warrior	A birdlike swordsman with supernatural agility.	15	5 HP	12 HP	Dexterity	Constitution	Wakizashi (2 DMG) melee	Wakizashi (1d6) melee	Medium / 30ft Land / 60ft Fly

Warhorse Samurai	A mounted warrior skilled in battlefield tactics.	16	6 HP	15 HP	Strength	Wisdom	Yumi Bow (3 DMG) ranged (50ft)	Yumi Bow (1d8) ranged (50ft)	Medium / 60ft
Kitsune Trickster	A fox spirit capable of illusions and deception.	14	4 HP	10 HP	Charisma	Strength	Illusory Strike (3 DMG) melee	Illusory Strike (1d8) melee	Medium / 40ft
Haunted Armor	A cursed set of armor possessed by a fallen warrior.	17	8 HP	18 HP	Constitution	Dexterity	Heavy Blade (4 DMG) melee	Heavy Blade (2d8) melee	Large / 30ft
Ronin Duelist	A lone warrior seeking worthy opponents.	15	5 HP	12 HP	Dexterity	Constitution	Iaijutsu Strike (3 DMG) melee	Iaijutsu Strike (1d8) melee	Medium / 30ft
Crane Clan Blademaster	A renowned warrior of unparalleled skill.	16	6 HP	15 HP	Dexterity	Strength	Katana Flurry (4 DMG) melee	Katana Flurry (2d8) melee	Medium / 30ft
Peasant Militia	A group of villagers defending their home.	12	3 HP	9 HP	Strength	Dexterity	Farming Tools (2 DMG) melee	Farming Tools (1d6) melee	Medium / 30ft
Bakemono Horde	A swarm of goblin-like monsters causing chaos.	13	4 HP	10 HP	Dexterity	Intelligence	Claw Scratch (2 DMG) melee	Claw Scratch (1d6) melee	Medium / 30ft
Blood Sorcerer	A dark magician sacrificing others for power.	16	6 HP	14 HP	Intelligence	Constitution	Blood Curse (4 DMG) ranged (50ft)	Blood Curse (2d8) ranged (50ft)	Medium / 30ft
The Mountain Ronin	A lone warrior hiding in the highlands.	14	5 HP	12 HP	Strength	Charisma	Kanabo Strike (3 DMG) melee	Kanabo Strike (1d8) melee	Medium / 30ft

Sea Dragon Yakuza	A crime syndicate boss ruling the docks.	15	5 HP	12 HP	Charisma	Dexterity	Brass Knuckles (2 DMG) melee	Brass Knuckles (1d6) melee	Medium / 30ft
The Demon Shogun	A warlord rumored to be possessed by dark forces.	18	9 HP	20 HP	Strength	Dexterity	Cursed Nodachi (4 DMG) melee	Cursed Nodachi (2d8) melee	Large / 30ft
The Celestial Dragon	A divine being watching over the empire.	19	12 HP	30 HP	Intelligence	Constitution	Divine Breath (5 DMG) ranged (60ft)	Divine Breath (3d8) ranged (60ft)	Huge / 40ft

Legal Section

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